

CoCoALib - Support #696

test-OrderedRing: activate or eliminate?

08 May 2015 11:39 - John Abbott

<b>Status:</b>	Closed	<b>Start date:</b>	08 May 2015
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	John Abbott	<b>% Done:</b>	100%
<b>Category:</b>	Safety	<b>Estimated time:</b>	3.01 hours
<b>Target version:</b>	CoCoALib-0.99550 spring 2017	<b>Spent time:</b>	3.20 hours
<b>Description</b> There is a file test-OrderedRing1.C which is not actually executed. Either fix it so that it works (currently fails with InsufficientPrecision) and ensure that it is called, or eliminate it.			
<b>Related issues:</b>			
Related to CoCoALib - Support #695: Remove cruft from test files		<b>New</b>	<b>08 May 2015</b>
Related to CoCoALib - Bug #853: NearestInt can needlessly throw InsufficientP...		<b>Closed</b>	<b>23 Mar 2016</b>
Related to CoCoA-5 - Feature #857: floor, ceil, and NearestInt for RingElem i...		<b>New</b>	<b>25 Mar 2016</b>

History

#1 - 08 May 2015 11:40 - John Abbott

- Subject changed from test-OrderingRing: activate or eliminate? to test-OrderedRing: activate or eliminate?

#2 - 22 Mar 2016 18:19 - Anna Maria Bigatti

I don't see it in cvs.

#3 - 23 Mar 2016 11:07 - John Abbott

- Assignee set to John Abbott

I'll try to fix it and add it to CVS.

#4 - 23 Mar 2016 15:18 - Anna Maria Bigatti

- Target version changed from CoCoALib-0.99540 Feb 2016 to CoCoALib-0.99550 spring 2017

#5 - 23 Mar 2016 16:53 - John Abbott

- Related to Bug #853: NearestInt can needlessly throw InsufficientPrecision added

#6 - 23 Mar 2016 16:54 - John Abbott

Well, this test is worthwhile: it has found a bug in the impl of NearestInt (see [#853](#)).

#7 - 25 Mar 2016 22:07 - John Abbott

I have now checked in 2 new tests for ordered domains: test-OrderedDomain1 and test-OrderedDomain2. The first test is for ZZ and QQ, while the second is for twin-floats. The tests are very similar, but the twin-float version must handle InsuffPrec.

#8 - 25 Mar 2016 22:08 - John Abbott

- Status changed from New to Feedback

- % Done changed from 0 to 90

The tests pass, of course.

**#9 - 25 Mar 2016 22:44 - John Abbott**

- *Related to Feature #857: floor, ceil, and NearestInt for RingElem in CoCoA-5? added*

**#10 - 25 Jun 2016 12:21 - John Abbott**

- *Status changed from Feedback to Closed*

- *% Done changed from 90 to 100*

**#11 - 28 Apr 2017 09:33 - Anna Maria Bigatti**

- *Estimated time set to 3.01 h*